

Bmeps 2.0.2 - The manual

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1 Overview

1.1 Program purpose

The “bmeps” program converts PNG-, JPEG- and NETPBM to EPS, PDF and BB files (bounding box files for \LaTeX).

Additionally bmeps can process TIFF files which can be read using the *TIFF-ReadRGBAImage()* from the libtiff library.

The package also builds a library libbmeps which can be linked into dvips.

1.2 License terms

1.2.1 License terms

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1.2.2 Exceptions

- dvips-mods subdirectory
The files in the dvips-mods subdirectory are derived from the original dvips sources and remain under the same license conditions and copyright statements as the original sources. The current version of dvips – the version you should use to build a modified dvips – can be found in the teTeX distribution¹, the file is tetex-src.tar.gz. After unpacking the archive you will find a directory tetex-src-2.0.2/texk/dvipsk (the version number may vary), see the sources and documentation in this directory for copyright and license details.
- contrib/kant_krishna directory and DOCU/kant_krishna/excel_to_eps.txt file
The file excel_to_eps.vb was provided by Krishna Kant. No copyright and/or license terms were specified for this file.
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¹<ftp://ftp.dante.de/tex-archive/systems/unix/teTeX/current/distrib>

2 Installation

The following libraries are needed to build bmeps from source:

- zlib (required)
- libbz2 (optional)
- libpng (required)
- jpeglib (required)
- NetPBM (optional)
- libtiff (optional)
- dklibs (required)

After unpacking the source archiv run

```
./configure  
make  
make install
```

to build and install bmeps.

3 Usage

3.1 Configuration mechanism

Bmeps provides a large number of configurable settings. To avoid typing all settings on the command line each time the program is run, one can create a configuration file and choose one configuration from the file using the “-l...” command line option.

The “-o...” command line option can be used to overwrite some settings of the configuration chosen by -l.

If the “-l” option is omitted bmeps uses the following tests to find a configuration (the search is aborted after the first test succeeds):

- The output file name – if specified – is inspected whether it ends on “.eps”, “.ps”, “.pdf” or “.bb”. In these cases the configuration “eps”, “ps”, “pdf” or “bb” is used.
- The EPSOUTPUT environment variable – if defined – contains the name of the configuration to use.
- If a default configuration was previously set using
bmeps -c -l ...
this configuration is used.
- “eps” is used if no configuration was found yet.

A number of configurations is compiled into bmeps, no configuration file is necessary to use these configurations, see table 1.

Table 1: Basic configurations

Name	Meaning
ps1	Create PS level 1 output.
ps2	Create PS level 2 output.
ps3	Create PS level 3 output.
ps	Synonym for ps2.
eps1	Create EPS level 1 output.
eps2	Create EPS level 2 output.
eps3	Create EPS level 3 output.
<i>to be continued...</i>	

<i>Continuation</i>	
eps	Synonym for eps2.
faxps	Create a printable file (PS level 2) on A4 paper.
pdf12	Create PDF 1.2 output-
pdf13	Create PDF 1.3 output.
pdf14	Create PDF 1.4 output.
pdf	Synonym for pdf14
faxpdf	Create grayscale PDF-1.4 output, use A4 paper.
bb	Create a bounding box for L ^A T _E X.

3.2 Command line options

Type

`bmeps [options] [input-file] [output-file] [options]`

or

`bmeps [options] [directory]`

to run bmeps.

The following command line options are available:

- `-h`
shows a help text.
- `-v`
shows the version number and the license conditions.
- `-c -l...`
save the “-l” settings as permanent options (defaults).
- `-u`
removes the permanent options.
- `-C`
shows the current configuration.
- `-lconfiguration`
chooses a configuration, optional configuration entry overwrites may follow, separated by comma.
- `-o name=value`
overwrites a configuration entry (can be used multiple times).
- `-f frame-number`
`-f start-frame-end-frame`
chooses the frames to process if an input file contains multiple frames (i.e. TIFF files).
- `-m`
`-m-`
activates/deactivates make mode. If bmeps is run on a directory, the directory contents is inspected and a conversion is started for each input file bmeps can handle.

In make mode bmeps checks whether or not an up-to-date conversion output already exists. A conversion is started only if the output file is not yet present or not up to date.

- `-a`
automatically chooses an output file name if necessary. The output file name is based on the input file name and the output driver.
You can use
`bmeps -a -lbb picture.png`
to produce the picture.bb file.
- `-tfile-type`
specifies the file type (“png” for PNG files, “jpg” for JPEG files, “pbm” for NetPBM files or “tiff” for TIFF files). This option is only necessary if bmeps processes standard input and no input file name is known.

If the “-l” option is not used bmeps attempts to find a configuration name by inspecting the output file name. In this case all options to overwrite configuration entries *must* be placed after the name of the output file.

3.3 Configuration file - general structure

The configuration file consists of one or multiple section, each of them describing one configuration.

The section is started by the configuration name in square brackets, i.e.

```
[myprinter]
```

An optional parent configuration to inherit from can be specified separated by a colon:

```
[myprinter:ps2]
```

The section body contains lines consisting of one configuration entry each. For a list of configuration entry names see section 3.4 on the next page.

An example configuration for a PS2 grayscaled printer might look like this:

```
[myprinter:ps2]  
color = no
```

3.4 Configuration file entries

Configuration entries can be specified using different ways. To create A4 output for a grayscaled laser printer you can use one of the following commands:

```
bmps -l ps2 -o color=no -o media.size=A4 ...
bmeps -l ps2 -o c=n -o m.s=A4
bmeps -l ps2,color=no,media.size=A4 ...
bmeps -l ps2,c=n,m.s=A4 ...
```

Alternatively you can create a configuration file

```
[ printer : ps2 ]
color           =          no
media size      =          A4
```

and use the “-l” option to choose the configuration:

```
bmeps -l printer ...
```

I recommend to use the full configuration entry name in the configuration file. Abbreviations should be used on the command line only.

The following configuration entries can be used:

- `output type = string`
`o.t`

Output type, either “ps”, “pdf” or “bb” (bounding box file for L^AT_EX).

```
eps1: ps
eps/eps2: ps
eps3: ps
ps1: ps
ps/ps2: ps
ps3: ps
pdf12: pdf
pdf13: pdf
pdf/pdf14: pdf
faxpdf: pdf
bb: bb
```

- `level = string`
`l`

Format level, either “1”, “2” or “3” for PS/EPS or “1.2”, “1.3” or “1.4” for PDF.

```

    eps1: 1
  eps/eps2: 2
    eps3: 3
    ps1: 1
  ps/ps2: 2
    ps3: 3
  pdf12: 1.2
  pdf13: 1.3
pdf/pdf14: 1.4
  faxpdf: 1.4

```

- `color = boolean`

`c`

decides whether to create colored or grayscale output.

```

    eps1: off
  eps/eps2: on
    eps3: on
    ps1: off
  ps/ps2: on
    ps3: on
  pdf12: on
  pdf13: on
pdf/pdf14: on
  faxpdf: off

```

- `pdf_fit = string`

`p.f`

establishes the initial zoom factor when opening a PDF file:

- `width`
image width fits window width,
- `height`
image height fits window height,
- `page`
shows page completely in window.

```

    pdf12: page
    pdf13: page
pdf/pdf14: page
  faxpdf: width

```

- `interpolate = boolean`

`i`

enables/disables image interpolation in PDF and PS level 2 and 3 output.

eps/eps2: on
eps3: on
ps/ps2: on
ps3: on
pdf12: on
pdf13: on
pdf/pdf14: on
faxpdf: on

- `jpeg interpolate = boolean`

`j.i`

works in conjunction with “interpolate” and enables/disables image interpolation when passing through DCT encoded data from a JPEG file. If this option is disabled, interpolation is turned off for DCT passthrough.

eps/eps2: off
eps3: off
ps/ps2: off
ps3: off
pdf12: off
pdf13: off
pdf/pdf14: off
faxpdf: off

- `encoding = string`

`e`

lists the encoding and compression mechanisms to use. List items are separated by a colon, abbreviations can be used, i.e. “a:r:f:d” for “ascii85:run-length:flate:dct”.

The order of appearance in the list is insignificant, see figure 1 on the following page for possible sequences of encodings. The following encodings/compressions can be used:

– `ascii85`

`a`

ASCII85-Encoding. If deactivated, ASCII-Hex-Encoding is used.

– `run-length`

`r`

Run-length compression.

– `flate`

`f`

Flate compression.

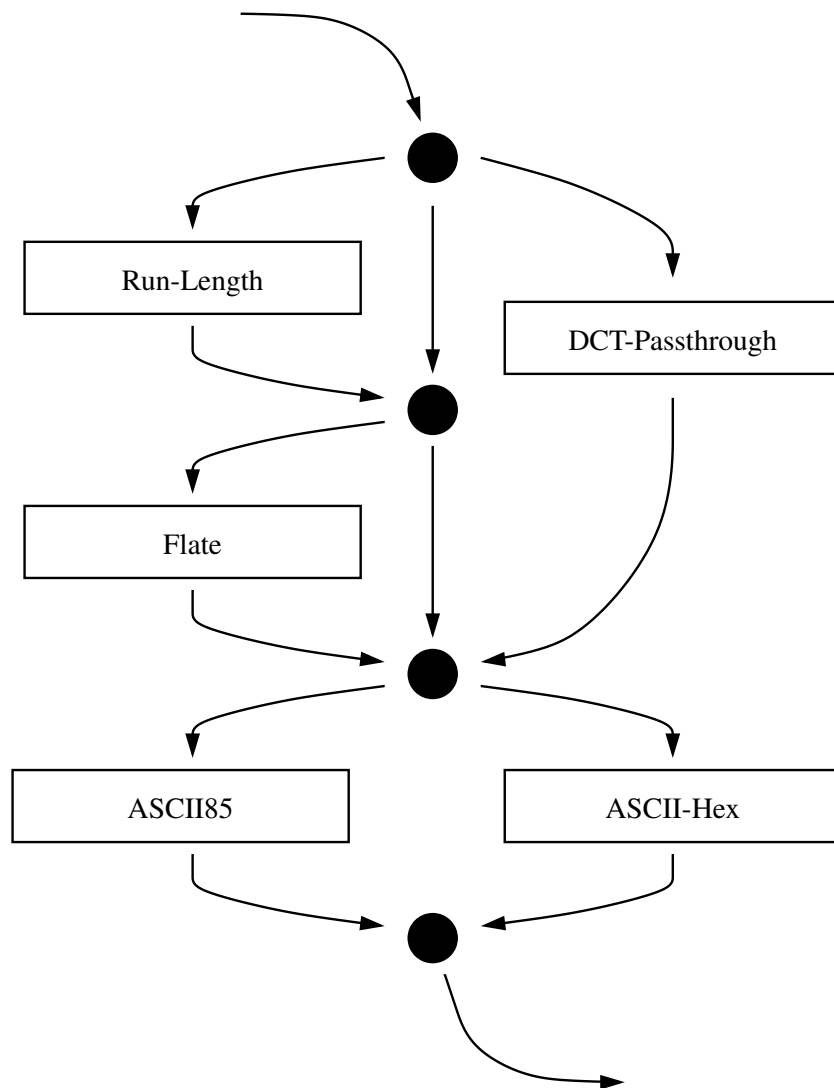


Figure 1: Compression and encoding algorithms

- dct

d

DCT compression.

Bmeps does not DCT compress data, but it can pass through DCT compressed data from JPEG files.

eps1: ASCII-Hex

eps/eps2: ASCII85, DCT

eps3: ASCII85, flate, DCT

ps1: ASCII-Hex

ps/ps2: ASCII85, DCT

ps3: ASCII85, flate, DCT

pdf12: ASCII85, flate, DCT

pdf13: ASCII85, flate, DCT

pdf/pdf14: ASCII85, flate, DCT

faxpdf: ASCII85, flate, DCT

- `jfif sof set = string`
`j.s.s`
 PostScript level 2 only allows SOF₀ and SOF₁ markers in DCT compressed data.
 Some printers and interpreters implement support for additional markers. To specify the set of marker, create a colon-separated list of number, i.e. "0:1:2" to allow SOF₀, SOF₁ and SOF₂.
 - eps/eps2: 0:1
 - eps3: 0:1
 - ps/ps2: 0:1
 - ps3: 0:1
 - pdf12: 0:1
 - pdf13: 0:1
 - pdf/pdf14: 0:1
 - faxpdf: 0:1
- `transfer alpha channel = string`
`t.a.c`
 transfers alpha channel data to output (only PDF 1.4). This option deactivates mixing against a background and creation of image masks.
 - pdf/pdf14: on
 - faxpdf: on
- `mix = boolean`
`m`
 activates mixing against a background color if the input images contains alpha data. If available bmeps uses the background color specified in the input file, a default background is used otherwise.
 - eps1: on
 - eps/eps2: on
 - eps3: on
 - ps1: on
 - ps/ps2: on
 - ps3: on
 - pdf12: on
 - pdf13: on
 - pdf/pdf14: off
 - faxpdf: off
- `background = rgb-triple`
`b`
 specifies the default background for mixing, the colors are given as numbers

in the range from 0.0 to 1.0 separated by colon (i.e. “1:0.5:1” for magenta).

```
eps1:  white
eps/eps2:  white
eps3:  white
ps1:  white
ps/ps2:  white
ps3:  white
pdf12:  white
pdf13:  white
pdf/pdf14:  white
faxpdf:  white
```

- `always use default background = boolean`

`a.u.d.b`

always uses the default background color for mixing, no matter whether or not the input contains a background color chunk.

```
eps1:  off
eps/eps2:  off
eps3:  off
ps1:  off
ps/ps2:  off
ps3:  off
pdf12:  off
pdf13:  off
pdf/pdf14:  off
faxpdf:  off
```

- `create image mask = boolean`

`c.i.m`

converts input alpha channel into an image mask.

```
eps3:  off
ps3:  off
pdf12:  off
pdf13:  off
pdf/pdf14:  off
faxpdf:  off
```

- `image mask trigger level = numeric`

`i.m.t.l`

specifies the trigger level for conversion of alpha data to image masks, must be in the range $0 \leq x \leq 1$.

```

        eps3: 0.000001
        ps3: 0.000001
        pdf12: 0.000001
        pdf13: 0.000001
        pdf/pdf14: 0.000001
        faxpdf: 0.000001

```

- `use resolution chunk = boolean`

`u.r.c`

attempts to use resolution data from input to scale the output image.

```

        eps1: off
        eps/eps2: off
        eps3: off
        ps1: off
        ps/ps2: off
        ps3: off
        pdf12: off
        pdf13: off
        pdf/pdf14: off
        faxpdf: off

```

- `media size = string`

`m.s`

specifies a media size to fit output:

- media size name: A3, A4, A5, B4, B5, Letter, Legal, Tabloid, Ledger, Statement, Executive, Folio, Quarto or 10x14.
- 4 numbers separated by colon: x0, y0, x1 and y1.
- 8 numbers separated by colon: bx0, by0, bx1, by1, ix0, iy0, ix1 and iy1. The b... values specify the bounding box written to output, the image is placed in the rectangle specified by the i... values. The b...-rectangle must completely include the i...-rectangle.

Note: “u.r.c” und “m.s” can not be combined.

```

    eps1: -
eps/eps2: -
    eps3: -
    ps1: -
ps/ps2: -
    ps3: -
pdf12: -
pdf13: -
pdf/pdf14: -
faxpdf: A4
    bb: -

```

- `separated dictionary = boolean`
`s.d`
 uses a “...dict begin ... end” construct to avoid overwriting existing definitions.

```

eps/eps2: on
eps3: on
ps/ps2: on
ps3: on

```
- `vmreclaim = boolean`
`v`
 adds “1 vmreclaim” at the end of output to suggest a garbage collection. This options requires the separated dictionary (“s.d”).

```

eps/eps2: off
eps3: off
ps/ps2: off
ps3: off

```
- `operator dictionary = boolean`
`o.d`
 provides a dictionary as argument to the image operator (PS level 2, or 3).

```

eps/eps2: on
eps3: on
ps/ps2: on
ps3: on

```
- `multiple data sources = boolean`
`m.d.s`
 creates multiple data sources for red, green and blue. This allows run-length compression for lines and areas in the same color.

eps/eps2: on
eps3: off
ps/ps2: on
ps3: off

- `showpage = boolean`

`sh`

activates/deactivates the use of the `showpage` operator in PS output. Output images for stand-alone viewing should contain a `showpage` operator. Images for inclusion into other documents (i.e. using \LaTeX) should not contain it.

Note: If the input contains multiple frames, the `showpage` operator is always used.

eps1: off
eps/eps2: off
eps3: off
ps1: on
ps/ps2: on
ps3: on

- `dsc comments = boolean`

`dsc.c`

create DSC comments in PS/EPS output.

eps1: on
eps/eps2: on
eps3: on
ps1: off
ps/ps2: off
ps3: off

- `draft = boolean`

`d`

activates draft mode. In draft mode `bmeps` only reads the image size and draws a placeholder rectangle.

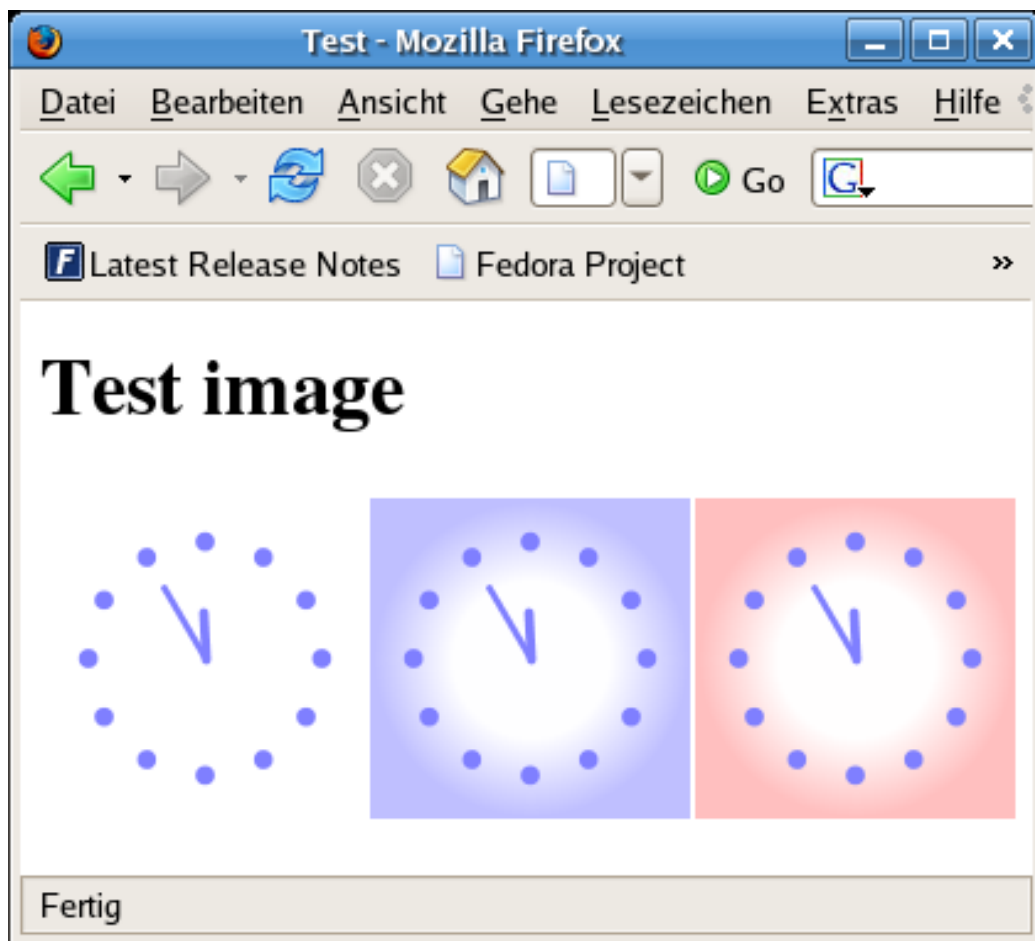


Figure 2: Example PNG file, different background colors.

3.5 \LaTeX and bmps

3.5.1 Examples

Test image For demonstration purposes we use a self-made file `fbt.png` containing a clock showing five before twelve.

The alpha channel contains a radial alpha gradient. Figure 2 shows the image in front of different backgrounds.

L^AT_EX document We use a beamer presentation containing just one foil.

```
\documentclass{beamer}
\mode<presentation>{\usetheme{Madrid}}
\setbeamercovered{transparent}}
\usepackage[german]{babel}
\usepackage[latin1]{inputenc}
\usepackage[T1]{fontenc}
\usepackage{ifpdf}
\usepackage{graphicx}
\usepackage{color}
\ifpdf\hypersetup{pdfpagemode=FullScreen}\fi
\title[Beamer and bmeps]{Using bmeps with the beamer class}
\author[Krause]{D.~Krause}
\subject{bmeps}
\begin{document}
% \beamertemplateshadingbackground{yellow!50}{blue!50}
\begin{frame}
\frametitle{Image over colored background}
\includegraphics[width=5cm]{fbt1}
\end{frame}
\end{document}
```

In the beginning we use a white background, later we use yellow background and a blue-to-yellow transition.

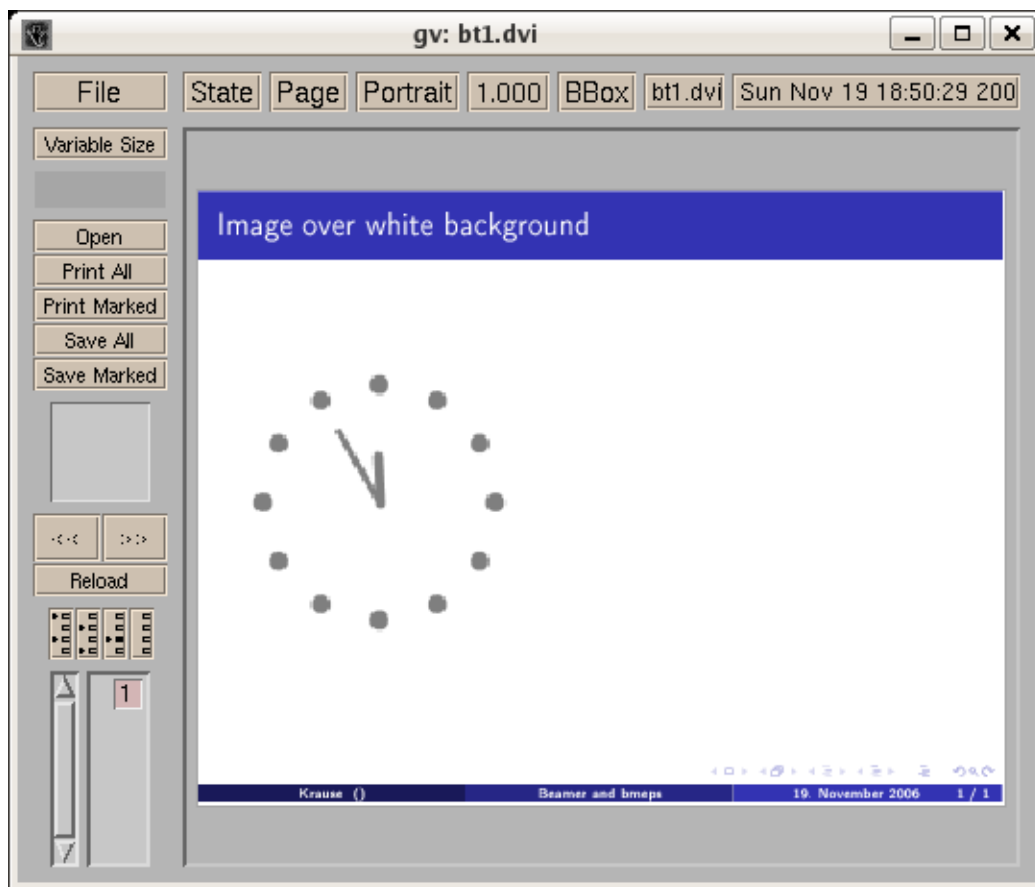


Figure 3: Example 1

PS-level 1 The image is converted to EPS using

```
bmeeps -lepsi fbt.png fbt1.eps
```

the presentation is build by

```
latex bt1 && latex bt1 && dvips bt1
```

This produces a result as in figure 3.

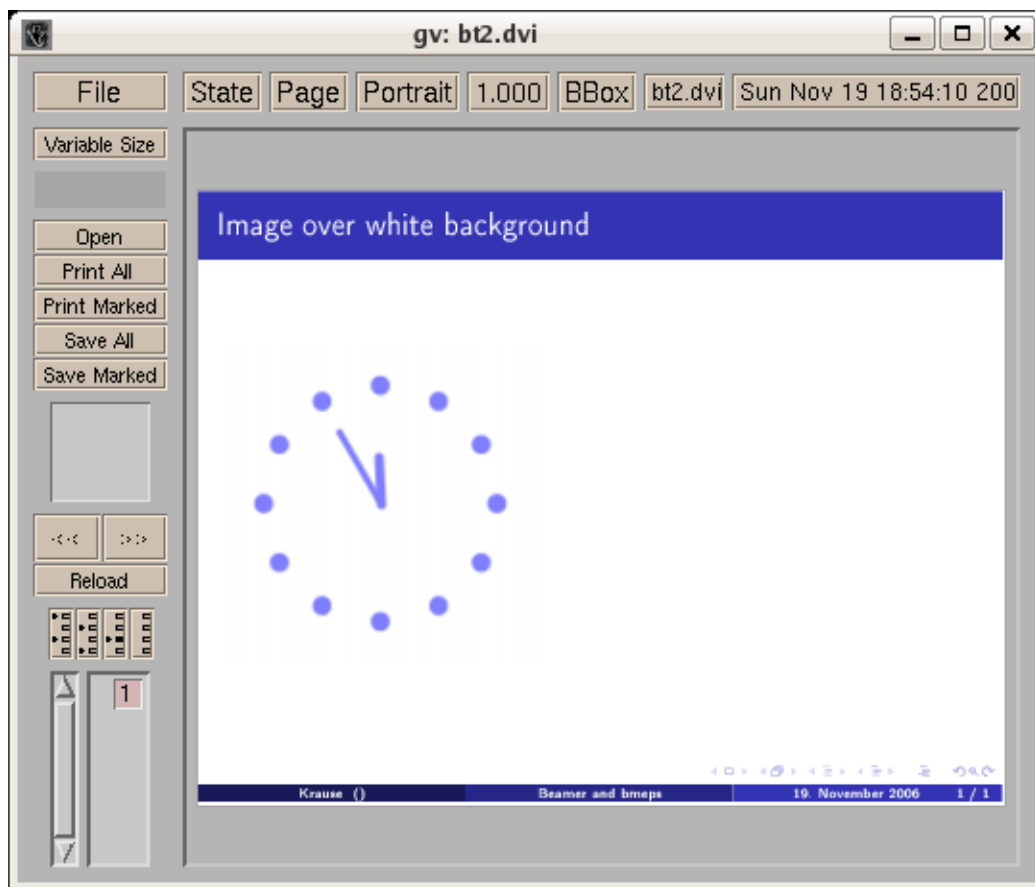


Figure 4: Example 2

PS-level 2 The conversion command

```
bmeeps -lps2 fbt.png fbt2.eps
```

produces output as in figure 4 (fbt2.eps is included in the presentation now).

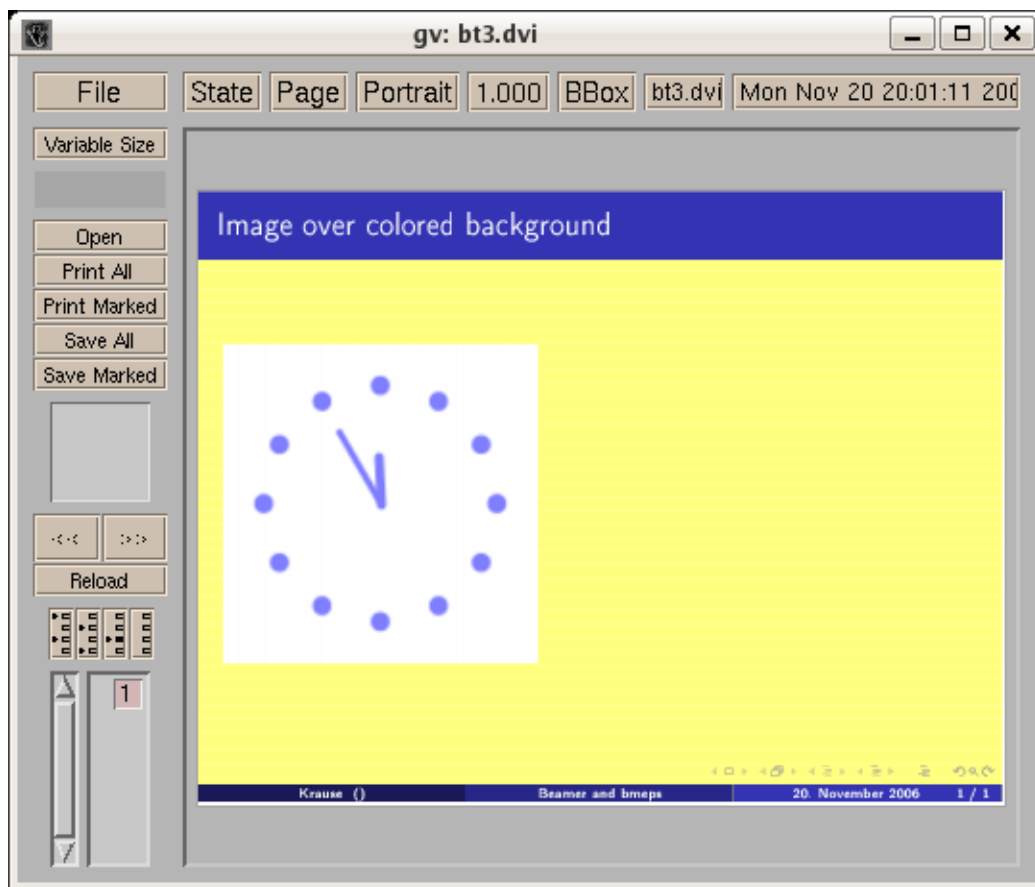


Figure 5: Example 3

Colored background If we use a colored background in the presentation the clock still has a white background because the white color is contained in the EPS file, see figure 5.

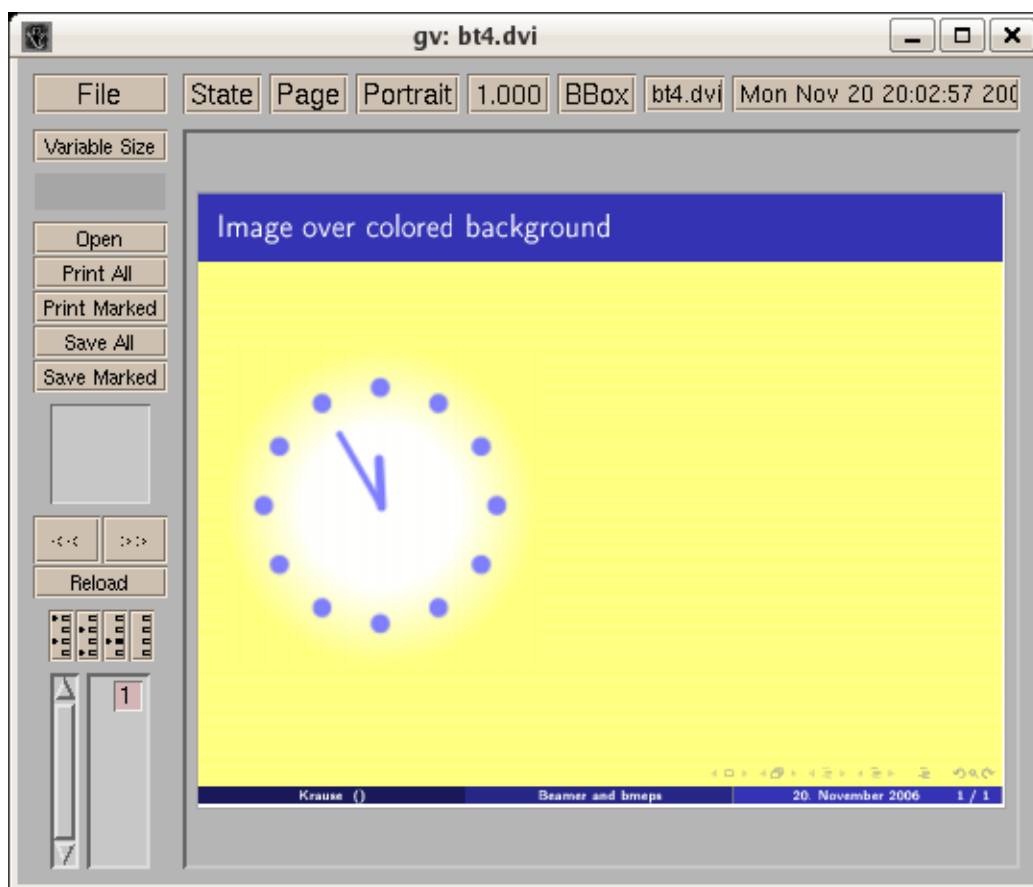


Figure 6: Example 4

Better background The yellow background in the presentation uses RGB 0xFF, 0xFF 0x7F. This results in 1, 1, 0.5 when converted into the range [0;1]. So we use the image conversion command

```
bmeeps -leps2 ,m=y ,b=1.0:1.0:0.5 ,a.u.d.b=y fbt.png fbt3.eps
```

The command mixes against a background color (m=y), the default background color is 1.0:1.0:0.5 and the default background color is always used for mixing (a.u.d.b=y) no matter whether or not the input contains a background chunk. Output can be seen in figure 6.

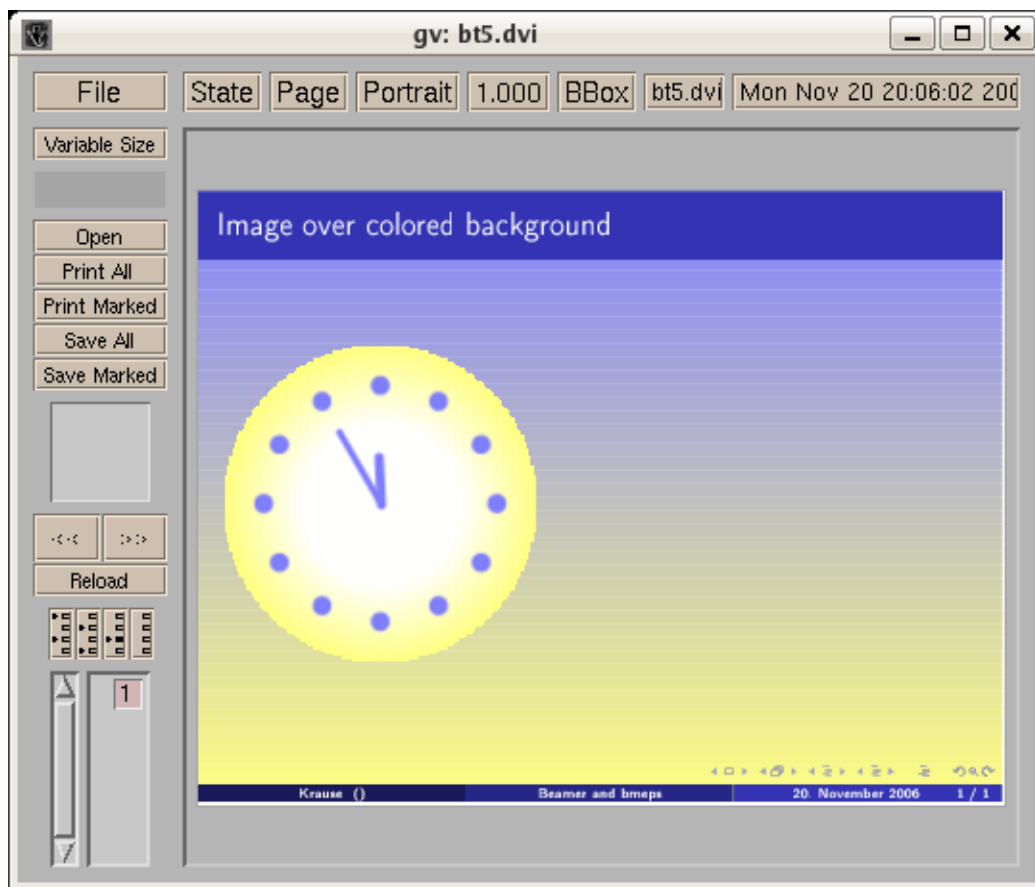


Figure 7: Example 5

Image mask (PS-level 3) The presentation in figure 7 uses a blue-to-yellow transition in the background. The clock image uses an image mask. Only pixels for which $opacity > triggerlevel$ are drawn. The command to create fbt4.eps is:

```
bmeeps -leps3 ,m=y ,b=1.0:1.0:0.5 ,a.u.d.b=y ,c.i.m=y fbt.png fbt4.eps
```

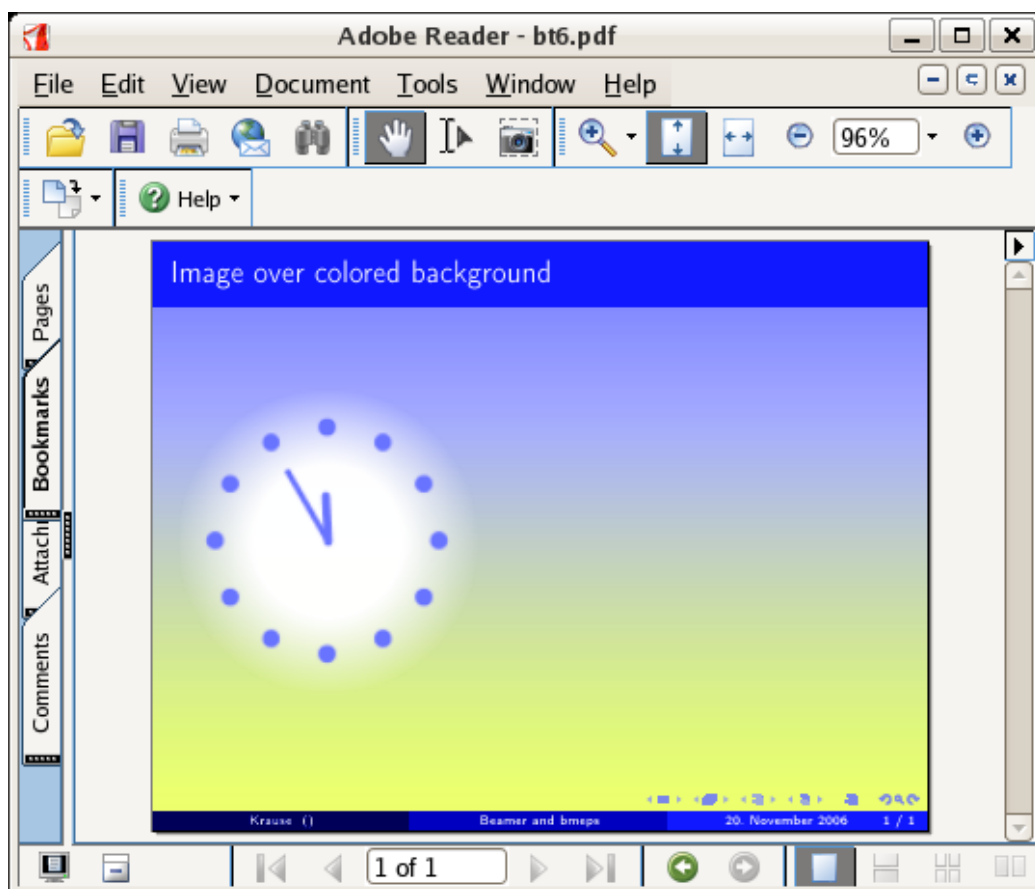


Figure 8: Example 6

Alpha channel transfer (PDF) If we want partial transparency we need to transfer alpha channel data from input to output. This is only possible when creating PDF output. Figure 8 was produced by the commands

```
bmeps -lpdf fbt.png fbt5.pdf
pdflatex bt6 && pdflatex bt6 && pdflatex bt6
```

4 Further information on processing of different bitmap types

4.1 PNG

PNG is the preferred input format because

- PNG uses losless compression and a good compression ratio and
- there is a library (PNG reference library) capable to open/read all PNG images.

The PNG file format is a good choice for “artificial” images, i.e. logos, screenshots...

4.2 JPEG

The JPEG file format uses DCT compression, a lossy compression algorithm with variable compression rate.

It can be used for photos. It should not be used for logos, screenshots...or other images have large areas at the same color or sharp edges.

Some JPEG files can be used directly as DCT encoded data, bmeps only applies an additional ASCII-Hex- or ASCII85-encoding. The following conditions must be fulfilled to do so:

- The analysis function built into bmeps properly recognizes the image.
- The JPEG file contains exactly one begin-image instruction.
- The JPEG file contains only allowed SOF_n-markers.
- No conversion from colored input to grayscale output is necessary.

If the test for these conditions fails, bmeps uses the jpeglib library to decode the image and uses the combination of run-length, flate and ASCII-Hex/ASCII85 to encode output.

4.3 NetPBM

The NetPBM tools allow to convert a wide variety of bitmap image types to NetPBM and from NetPBM to other image types. The NetPBM format is often used in temporary conversion steps.

To combine the NetPBM tools with bmeps use commands like:

```
xxxtopnm input.xxx | bmeps -lpdf -tpnm > output.pdf
```

4.4 TIFF

TIFF is not just one file format, it is a collection of different compression and encoding mechanisms.

There are standards, i.e. “TIFF V6.0 baseline” specifying collections of TIFF tags.

Multiple extension tags were created by several software vendors. It is not unusual for TIFF-processing programs to complain about unknown tags in input files.

Bmeps uses the *TIFFReadRGBAImage()* from libtiff to read TIFF images, so bmeps can only handle TIFF images fulfilling the following conditions:

- The file must follow the “TIFF V6.0 baseline” standard.
- The number of bits per component must be ≤ 8 .
- The memory need for the image is $4 \cdot w \cdot h$ bytes. The system must be able to allocate this memory in one piece.

TIFF support was added to bmeps to convert files created by a fax gateway to PDF. This was tested successfully.

For other TIFF images bmeps will possibly fail. This is not a bug.

If your image editing or image creation software allows you to choose a file type, choose PNG if available, not TIFF. Or choose any other file type which can be converted to PNG or NetPBM.

5 New in version 2.0.0

5.1 More robust PS/EPS output

The output produced by previous versions of bmeps followed a scheme like

```
/pstr 128 string def
/inputf currentfile /ASCII85Decode
filter /RunLengthDecode filter def
gsave
0 128 translate 128 128 scale
128 128 8 [128 0 0 -128 0 0] { inputf pstr readstring pop }
image
K)^H&K)^H&K)^H&K)^H&K)^H&K)^H&\,QR/mHa_*rrq/DNK'1UM#RM<Nr4k:
% .... weitere codierte Daten
K)'=[
~>
grestore
currentdict /inputf undef currentdict /pstr undef
```

Some PS instructions are placed behind the encoded image data. If there is a problem during decoding the PS interpreter continues to scan for instructions at the file position where image reading aborted. No usefull PS instructions will be found, so the PS interpreter will stop processing and issues an error message.

The “filter” instructions open files which are never closed (at least not explicitly closed).

I compared bmps output against the output of other programs producing EPS, especially jpeg2ps. Bmps 2.0.0 now uses a scheme like:

```
{
gsave
13 dict begin
/fa currentfile /ASCII85Decode filter def
/fb fa /FlateDecode filter def
/sr 128 string def /sg 128 string def /sb 128 string def
/DeviceRGB setcolorspace
0 128 translate 128 128 scale
<<
/ImageType 1
/Width 128 /Height 128 /ImageMatrix [128 0 0 -128 0 0]
/MultipleDataSources true
/DataSource [
{ fb sr readstring pop }
{ fb sg readstring pop }
{ fb sb readstring pop }
]
/BitsPerComponent 8
/Decode [0 1 0 1 0 1]
/Interpolate true
>>
image
fb closefile
fa flushfile fa closefile
end
grestore
} exec
J3Vsg3$]7K#D>EP: q1$o*==mro@So+\<\5 ,H7Uo<*jE <[.O@Wn[3@' nb -^757
?K;B=Q#WO;koDO!%M.<jFY8C$]2 rn <?/*&:mfh[_=,uiX>KqH^7HqKeXM^ ,2
~>
```

Using “{ ... } exec” the PS interpreter first reads the entire instruction set. Cleanup (closing files, restoring the graphics state) is done, no matter whether or not the image data was decoded successfully or not. All files are closed, the “flushfile” instructions “eats up” the data on the level of the lowest filter file object until the EOD marker “~>” is found.

5.2 Multiple data sources

Version 2.0.0 provides support for multiple data sources in EPS output.

If the input contains a red area the interleaved data source would contain bytes 0xFF, 0x00, 0x00, 0xFF, 0x00, 0x00, 0xFF, 0x00, 0x00... No run-length compression would be possible. Multiple data sources would contain 0xFF, 0xFF, 0xFF..., 0x00, 0x00, 0x00...and 0x00, 0x00, 0x00... Run-length compression is possible now.

The PS/EPS output contains image data line by line, for each line there is one string for the red-values, one string for the green-values, one for the blue-values. The image operator uses functions filling one string with data and placing this string on the stack. The string size is restricted to 16384 Bytes.

Summary: Multiple data sources can be used if the sequence of packed bits for one color of one output line does not exceed 16383 bytes. If the image width is too large the feature “multiple data sources” is deactivated automatically.

5.3 Passthrough of JPEG-files

Previous version of bmeps always used the jpeglib library to read and decode JPEG images and used run-length, flate and ASCII85/ASCII-Hex encoding for output. This takes time, output files are much larger than the original JPEG files.

When processing JPEG input files bmeps 2.0.0 checks whether or not a 1:1 pass-through of DCT encoded data is possible.

In this case only a fast ASCII85/ASCII-Hex encoding is applied.

5.4 Flexible number of bits per component

Previous versions of bmeps only produced 8 bits per component output.

Version 2.0.0 can produce 1, 2, 4, 8 and 12 bits per component in PS/EPS output and 1, 2, 4 and 8 bits per component in PDF output. If the input bpc value does not match one of these numbers, bmeps attempts to use the next larger value or restricts output to 12 or 8 bpc.

5.5 PDF output

Previous bmeps versions only produced PS/EPS, version 2.0.0 also produces PDF.

For PNG-to-PDF conversion there already was png2pdf, but bmeps 2.0.0 can also process JPEG, NetPBM and partially TIFF.